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Etolia (TTRPG)

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Witcher TTRPG Homebrew Collection

"Etolia is the sprawling, sun-drenched breadbasket of the Nilfgaardian Empire. Formerly a mighty independent kingdom built on the ruins of humanity's first empire, it was brutally crushed by Fergus var Emreis to serve as an example to the rest of the continent. Today, it is a land of quiet, stubborn resistance. From its famous citrus orchards and golden grain fields to its ancient, vran-built ruins and vibrant coastal cities, Etolian culture survives in the shadows. The people continue to speak Common behind closed doors, practice forbidden mysteries, and proudly wear the intricate tattoos of their ancestors, all while the Great Sun flies over their subjugated capital."

Contents

1. Etolia at a Glance
2. The Land & Climate
   2.1. Geography & Climate
   2.2. Natural Resources
   2.3. Urban Centers
3. Society & Culture
   3.1. Daily Life & Vibe
   3.2. Traditions & Arts
   3.3. Non-Human Relations
4. Economy, Law & War
   4.1. The Economy
   4.2. Law & Government
   4.3. Military History

5. Regional Bestiary & Plot Hooks
   5.1. Campaign Hooks
6. Notable Locations
7. GM Note

Etolia at a Glance

Region Details	
Status:	Nilfgaardian Province (Formerly the Kingdom of Etolia, and originally the Ancient Imperium).
Borders:	Gemmeria (North), Vicovaro (West).
Capital:	Axen
Ruler:	Imperial Governor.
Language:	Nilfgaardian (Official), but Etolian Common is still widely spoken in secret and in rural areas.
Religion:	The Great Sun (formerly a hierarchical polytheism led by a *Logeús*; the native solar god *Lioshe* was absorbed as a manifestation of the Great Sun).
Primary Exports:	Canola, citrus fruits (citrons, oranges, papedas), farro, barley, textiles, and maritime shipbuilding.

The Land & Climate

Geography & Climate

Etolia is a stunning, fertile region defined by extinct, scattered volcanoes that enrich the soil. The climate is mild and deeply favorable for agriculture. Summers are long and warm, stretching into October, while winters are short but surprisingly harsh due to cold fronts from the Far South colliding with the 500-to-

800-meter mountain ranges (like the Toad Mountains and the Red Horn Massif).

Natural Resources

Etolia is "Nilfgaard's granary." Its volcanic soil produces massive agricultural yields. The mountains are rich in cobalt, historically mined by kobolds in the Red Horn Massif.

Urban Centers

The capital, Axen, is the most populous city, dominating the coastline. However, the majority of the population (roughly 2 million) lives in rural areas like the densely farmed Frog Hills, relying on the Etol River and numerous seasonal streams for irrigation.

Society & Culture

Etolia possesses a massive population of roughly **2,000,000 citizens** (85% ethnic Etolians, 10% Nilfgaardians, 5% non-humans/other).

Daily Life & Vibe

Etolians are a proud, deeply cultured people forced into submission. Before the conquest, their fashion, cuisine, and philosophy influenced the entire Western Coast. Now, they practice their traditions in secret. Etolians are highly recognizable: they range from fair to olive-skinned, often with curly hair and a marked abundance of facial and body hair among men.

Traditions & Arts

- **Tattoos:** A defining Etolian trait. Originally used by the Ancient Imperium to denote military rank, it evolved into a marker of social class. The Empire allows this tradition to continue, using the intricate tattoos for census and military identification.
- **The Great Seasonal Games:** A biennial, province-wide sporting event held in Spring and Autumn. Athletes compete in gendered and unisex disciplines to become the "Solar Grand Champion." It is a massive source of local pride and a rite of passage.
- **Oratorios:** Musical interludes that have evolved into standalone, highly

popular religious or profane theatrical performances.

Non-Human Relations

Etolia retains a higher non-human population than the North, largely due to its ancient history.

- **Vrans:** The reptilian Vrans built the oldest ruins in Etolia, drawn by the warm climate. While their states collapsed centuries ago, remnants of their population still survive in urban ghettos.
- **Kobolds:** Once numerous near the cobalt mines, their numbers have dwindled significantly.

Economy, Law & War

The Economy

Etolia's economy is strictly managed by Nilfgaard. Agriculture is paramount, providing the bulk of the Empire's grain and citrus. The service sector booms on the coast during winter tourism. Heavy industry is restricted entirely to imperial shipbuilding and textile manufacturing, leaving small-scale artisans (blacksmiths, potters, leatherworkers) to supply the daily needs of the populace.

Law & Government

Etolia is ruled by a ruthless Imperial Governor. To maintain control without sparking rebellion, the Empire encourages the ancient Etolian system of **Leagues** (temporary, problem-solving ad hoc guilds) to manage local issues efficiently without forming long-term political power bases.

Military History

The old Etolian army was composed of social outcasts and criminals, leading to their rapid defeat by Nilfgaard. The province has a history of brutal, failed rebellions, including the Etolian Revolt of 1280 and the Orange Revolution (1322–1336), which briefly established the independent Kingdom of Sescafa before being crushed.

Regional Bestiary & Plot Hooks

Etolia’s diverse geography—from ancient volcanic mountains to deep, fertile river valleys—hides ancient secrets.

- **Monsters:** While standard beasts roam the wilds, the true danger lies in the ancient, unmapped Vran ruins and the deep cobalt mines of the Red Horn Massif, which may harbor subterranean terrors or highly territorial Kobolds.
- **The Mysteries:** Underground, psychoactive religious cults that survived imperial purges by rebranding as "Circles of Esoteric Philosophy." They often deal in dangerous trances and forbidden magic.

Campaign Hooks

- **The Solar Champion's Secret:** The players are hired by a local League to investigate a string of poisonings targeting the top athletes of the upcoming Great Seasonal Games. The trail leads to a Nilfgaardian magistrate trying to ensure an Imperial colonist wins the electrum crown to break Etolian morale.
- **The Cobalt Depths:** A wealthy Nilfgaardian merchant hires the party to clear an old cobalt mine in the Red Horn Massif. They expect ghouls, but instead find a highly organized, militant tribe of Kobolds utilizing ancient, unstable Imperium spell-traps.
- **The Lost Vran Relic:** An underground "Circle of Esoteric Philosophy" hires the players to delve into a submerged Vran ruin near the Etol River. They are looking for a psychoactive relic, but the local Imperial garrison has also caught wind of the expedition.

Notable Locations

- **Axen:** The massive, coastal capital city where Nilfgaardian authority is absolute and the imperial shipbuilding industry thrives.
- **The Frog Hills:** A sprawling, densely populated agricultural region that produces the bulk of the province's grain and citrus.
- **The Red Horn Massif & Toad Mountains:** Ancient, extinct volcanic mountain ranges that provide rich soil and deep, dangerous cobalt mines.
- **Sescafa:** The citrus-producing heartland that once served as the center of the failed Orange Revolution.

GM Note

Etolia is a fantastic setting for a campaign focused on espionage, cultural resistance, and the crushing weight of imperialism. The players should constantly feel the tension between the warm, vibrant Etolian culture and the cold, bureaucratic iron fist of Nilfgaard. Use the tattoos as a roleplay tool—NPCs can read a character's history on their skin. Let the players enjoy the spiced food and the Great Games, but remind them that speaking Common too loudly in the capital will invite the Black Infantry to their door.

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